arcade express
THE BI-WEEKLY ELECTRONIC GAMES ▮NEWSLETTER

MB TO PRODUCE VOICE-ACTIVATED 2600 GAMES Milton Bradley has reached an agreement with Atari, similar to the one it already has with Texas Instruments, to produce a plug-in device for the Atari 2600 and 5200 programmable videogame systems that recognizes and synthesizes speech. The peripheral comes with a headset and microphone and permits a home arcader to play games using up to a dozen selected words instead of with conventional order-entry devices such as joysticks. The add-on should be in the stores in time for Christmas and is expected to sell for about $50. Milton Bradley will also program 18 games for this device, some of which will be games developed by Atari for which MB will provide speech recognition as a special enhancement.

COMMODORE SLASHES VIC-20 PRICE, OFFERS $100 TRADE-IN TOWARD 64 Commodore has made two major moves to further intensify the price competition that has brought the tags on computers and videogames tumbling since the start of the year. Retailers in the Northeast such as Toys R Us and Child World now sell the VIC-20 for under $90, making the unit the lowest-priced full-featured system currently on the market.

At the same time as the price of a VIC-20 crashed through the magic $100-barrier, Commodore announced that it would take any videogame or computer system as a trade-in worth $100 toward the purchase of a Commodore 64. The offer expires in June.

K-TEL LAUNCHES VIDEOGAME ARM Insomniac videophiles may soon have something else to watch besides those oh-so-incessant K-Tel record commercials on late-night television. Already a worldwide power in the record business, K-Tel has created the Xonox lable as the banner under which it will launch a videogame software publishing operation. Television ads in support of the first Xonox titles will begin breaking during late summer, with a full schedule of national TV planned to begin right after Labor Day.

Xonox will woo the allegiance of gamers with Double Enders, reversible cartridges with a completely different 8K game at each end. The two-game package will sell for the same or less than the traditional one-game cartridge.

Xonox will market three different Double Ender titles initially. These are "Spike's Peak/Ghost Manor", "Sir Lancelot the Jouster/Robin Hood", and "Hercules vs. the Titans/Chuck Norris - Superkicks". All titles are said to feature particularly strong graphics, and many of the contests involve multiple play screens. The best known of the Xonox game designers is probably Stephen Beck, who authored "Save the Whales", an upcoming entry from Fox Videogames.

THUNDARR LEAPS FROM TELEVISION TO VIDEOGAMES Thundarr the Barbarian, the hero of a highly acclaimed action cartoon series by Ruby-Spears Inc., will be swinging his Sun Sword on television sets across the nation soon when he becomes the star of his own Xonox cartridge. "Thundarr the Barbarian" is an action quest in which Thundarr must search deep catacombs for the vial of potion needed to save Princess Ariel while also protecting the same lady from attacks by the Bird People.

The Invisible Screen is one of this title's biggest drawing cards. While Thundarr battles valiantly on one playfield, events continue to transpire on a second screen, even though it is temporarily out of view. Xonox plans versions of "Thundarr the Barbarian" for both the Atari 2600 and ColecoVision systems. A Labor Day release is anticipated.

PDI UNVEILS ITS   A 24K disk – or 16K tape – for the Atari 4-8-1200XL computers that
ALPHABET ARCADE   mixes enlightenment and entertainment is now available from PDI
                       under the name "Alphabet Arcade". Three games, all designed by
Jenny Tesar and John Bayes, help those five years of age and up reinforce alphabetiza-
tion and dictionary skills while offering the challenge of an arcade contest. "Letters
for Lisa" involves guiding an animal to her dinner – letters which must be eaten in
alphabetical order. "Letter Treasure" is an adventure in which the player, as Diver Dan,
must knock down a wall composed of words by hitting them in the order in which they
would be found in the dictionary. Finally, there's "Order, Please", in which the player
must put increasingly tough groups of four, eight or ten words in alphabetical order.

COLECO PLANS SPORTS   Coleco will take a leaf from the book of the upstart United
CARTRIDGES FOR JUNE   States Football League (USFL) and not wait until the cold
                       weather arrives before buckling down to serious gridiron action.
The latest release schedule drawn up by the videogame manufacturer indicates that
"Football" will make its debut sometime in June along with the special new ColecoVision
controllers and a companion baseball cartridge.

GE STARTS   Need an lBM, Apple, Hewlett-Packard or Kaypro computer on a tem-
COMPUTER RENTALS   porary basis? General Electric wants to rent you one of these
                       machines by the week, month or year. Approximately 20 of GE's 66
service centers operated in major cities by General Electric are currently part of the
computer rental program. Seven locations actually stock machines, while the others
offer prospective rentors the chance to order the unit they desire. "The rental pro-
gram is a shot in the dark, but we believe a market exists there," says Gary Buttner,
spokesman for GE's Instrumentation & Computer Service Department. The General Electric
executive predicts that the company will lease 500-2000 computers annually to start.

PRELIMINARY INJUNCTION U.S. District Judge Irving Hill, ruling in Los Angeles on
SLICES PINEAPPLE UNIT May 3, has issued a preliminary injunction against Formula
                       International, stopping the company from distributing an
Apple II work-alike dubbed the Pineapple. Apple had filed the suit last September
against Formula, which has sold about 600 Pineapple kits thus far after importing them
from Hong Kong. Specifically, Judge Hill enjoined Formula from copying any Apple
software programs, whether contained in the memory of the computer or on disk, tape or
cartridge.
     "It is definitely a landmark decision," states Dan Wendin, Apple's associate
counsel. Although Formula's decision to appeal the ruling means that there'll be a
lot more wrangling before this issue is conclusively decided, the basis on which Judge
Hill granted the injunction may ultimately deliver a Sunday punch to all companies that
make work-alike computer hardware systems by protecting the operating systems of the
original machines.

SUMMER CES EXPECTED TO The 1983 International Summer Consumer Electronics Show is
SET ATTENDANCE RECORDS shaping up to be the largest ever, with more than 1200
                        exhibitors already signed up. Of these, over 200 computer
and game hardware and software manufacturers will be headquartered at McCormick West in
Chicago June 5 through 8th. This industry-only event provides companies an opportunity
to introduce their 1983 products at the nation's largest annually-held trade show.

SPINNAKER SIGNS LICENSING AGREEMENT WITH HES   Human Engineered Software (HES) has signed a licensing arrangement for a line of educational software to be developed by Spinnaker Software Corp. Spinnaker, in the first licensing agreement this company has ever entered, agrees to provide "Facemaker", "Story Machine" and six other educational titles to HES, for the VIC-20, Timex-Spectrum, and the Atari computers. HES president Ted Morgan expressed pleasure at the new connection, citing Spinnaker as one of the leaders in educational software that is also fun and entertaining. Spinnaker chairman William Bowman said he was pleased to be "working with a company that has brought such high quality graphics to its games." The Spinnaker software for HES will be in the marketplace by Christmas of 1983.

FIRST AUDIO DIRECTION GAME LETS ARCADERS PLAY BY EAR   "Dolphin", the new Activision game designed by Matt Hubbard, is the first game that requires gamers to use their ears. This single-player undersea chase features an inky squid chasing a playful dolphin through schools of sea horses. The player guides the dolphin through small passages in the vertical wall of sea horses, but these gaps appear too late for the player to react visually. The gamer instead must listen to the dolphin's sonar echo to warn him of the locations of the approaching gaps if he is to avoid the pursuing squid. A seagull flies overhead and its passage is signalled by a special sound, so that the dolphin can leap from the waves to touch the bird, powering the dolphin to catch the squid.

Designer Hubbard promises a special surprise built into the game for those players with good enough ears, concentration and reflexes to conquer the game, but he doesn't say how much you'll have to score to find the egg.

LEARN TO TOUCH TYPE ON YOUR IBM COMPUTER   "MasterType" is a video space war game from Lightning Software designed to teach IBM personal computer users how to type. Progressive lessons allow the gamer to master the keyboard, and a report following each lesson shows the number of words typed per minute, plus the words misspelled or mistyped. It requires 64K memory and disk drive, and retails at $49.95. "MasterType" is also available for the Atari and Apple computers.

HERE'S TREASURE FOR ASTROCADERS   "Treasure Cove" is a one-to-four player game for the Astrocade game system, from Spectre Systems, an independent software producer. Gamers must retrieve ocean treasures while avoiding contact with sealife. A limited amount of oxygen and a mean boat captain make the task more difficult. Each time you complete a level and get your treasure back to the boat, a new character is added to the cast of sealife. There are over 25 kinds of watery characters, with a maximum of five on screen at one time. The game features continuous music during play, and a special tournament mode for competitions. It's marketed through Esoterica Ltd., Box 614, Warren, Ohio 44482.

GAMESTAR HAS GRIDIRON GLORY FOR ONE   "Starbowl Football" from Gamestar, the world's first solitaire football game for any home system, can play against either a competitive computer team or against a human opponent. Call your own plays, then run, kick, pass and catch, as well as deal with offsides, pass interference and fumbles. According to Scott Orr, Gamestar president, "Starbowl Football emphasizes realistic gridiron action and animated players so lifelike they actually think."

Gamestar specializes in sophisticated sports games for the Atari computers, and promises to give consumers "the most realistic and challenging sports games on the market, with special emphasis on lifelike animation, exciting sounds and competitive solitaire or two-player action", according to Orr. The first game from this company was "Baja Buggies", a race featuring a first-person drive across blistering sand dunes, with temperatures soaring to 110 in the shade, for hot fun in the sun.

ROKLAN TO PRODUCE   Much-honored science fiction author Marion Zimmer Bradley has
'DARKOVER' CAMES   signed a long-term contract with Roklan, Arlington Heights, Ill.,
                        to produce adventure games based on her "Darkover" series of
imaginative novels. "The Spell Sword" will be the first game and is planned for re-
lease during the pre-Christmas period. "Each game in the series will capture the
mystical nature of the Bradley novels," believes Ron Borta, director of the Roklan
Computer Technology Croup. "We haven't specified the number of games to be produced
in all, but our agreement with the author is for seven years. We could well adapt
adventure games to all of the Darkover novels in that time." The "Darkover" adventures
will be offered on ROM cartridge for a variety of popular home computer systems.

HAYDEN OFFERS   "Stimulating Simulations for the VIC" by C.W. Engel offers listings
BOOK OF TWELVE   for 12 diverse games for the Commodore VIC-20. Published by Hayden
VIC-20 PROCRAMS   Book Company, the 112-page volume sells for $6.50. Cames present
                       are "Art Auction", "Monster Chase", "Lost Treasure", "Cone Fish-
ing", "Spaceflight", "Starship Alpha", "Forest Fire", "Nautical Navigation", "Business
Management", "Rare Birds", "Diamond Thief" and "The Devil's Dungeon". All the pro-
grams are done in VIC Basic.

RESTAURANT CHAIN   The success of a prototype unit in Lauderdale Lakes, Fla., has
WILL OFFER GAMES   backers of John Phillip Tuba's Ice Cream in the Park marching
                       toward national rollout at doubletime. The restaurants - 25
locations are projected by the end of the year - features a menu composed of freshly
made ice cream, charbroiled hamburgers and hot dogs and various specialties. Robot
entertainers and videogames will help patrons have a good time in a park-like setting
reminiscent of the 1890's.

COMPTON SOLVES   Every dog has its day - or so the proverb says - but it looks
RIDDLE OF THE   like the happy days of the dog-headed god Anubis are just about
SPHINX   over, thanks to Charles Compton. The 30-year-old Santa Monica
                       resident won $1000 for being the first in the nation to solve
the mystery in "Riddle of the Sphinx", a Bob Smith design published by Imagic.
    "Contest rules dictated that you not only correctly solve the riddle," says
Compton, "but have the most creative and intriguing answer." Compton presented his
answer on a 12-ft.-long scroll using authentic Egyptian hieroglyphics. A long-standing
interest in Egyptology came in mighty handy in preparing his winning submission,
Compton notes.

TI NET DOWN;   Texas Instruments recorded sharply lower first-quarter earn-
SHOCK HAZARD BLAMED   ings, despite an increase in total sales of approximately
                       9% to $1.17 billion for the 90-day period. Net income, on
the other hand, fell 74% to $7.1 million versus a net profit of $27.7 million notched
in the comparable period of the previous year.
    Company officials attribute the slide largely to the consequences of the potential
shock hazard recently detected in the TI 99/4A which causes the manufacturer to halt
shipments for about a month starting in late February. "The problem with the 99/4A is
now behind us," TI president J. Fred Bucy told shareholders at the firm's annual meet-
ing on April 21.

DYNACOMP   Dynacomp, Rochester, NY, is introducing a wide selection of software pro-
TRIES IBM   ducts for use with the IBM Personal Computer. Although the list of
               offerings is heavy with no-nonsense financial, engineering and statistics
programs, Dynacomp hasn't forgotten game-loving IBMers. Included in the first group of
titles are "Backgammon 2.0) ($23.95), "Blackjack Coach ($33.95), "Bridge Master" ($29.95),
Cames Pack I" ($18.95), "Games Pack II" ($18.95),   and "Valdez" ($23.95).

COMING EVENTS
Upcoming Tournaments and Meetings

MIAMI COMPUTER FAIR, May 15, Miami, Florida
     The North Dade Computer Society will fill the Midway Mall, 7795 W. Flagler St., Miami,
with exhibits and booths. Contact Steven Apple at (305)947-7930, for information.

VIDEO GAMES & HUMAN DEVELOPMENT, May 22-24, Harvard Craduate School, Cambridge, Ma.
     This symposium examines the use of videogames in medical rehabilitation, social be-
havior, formal education, etc. Attendance is $150. Call (617) 495-3572 for details.

US 83 CAREER/TECH EXPO, May 28-30, Glen Helen Regional Park, San Bernardino Co., Calif.
     The fair focuses on high-technology in the 80's, with the theme "Careers for Youth",
coupled with a rock festival. Tickets are $20 per day. Call (408) 294-8424 for info.

NJ-NY-CT MICRO SHOW & FLEAMARKET, June 11-12, Secaucus, N.J.
     All microcomputer users and fleamarketers are welcome. Write the Kengore Corp.,
3001 Route 27, Franklin Park, NJ 08823 or call (201) 297-2526.

OHIO MUSIC & AMUSEMENT ASSOC., June 16-18, Columbus Hyatt Hotel, Columbus, Ohio
     Contact Paul Corey, 16 E. Broadstreet, #901, Columbus, Ohio 43215, or call 614-221-8600.

FUTURE SEMINARS OPPORTUNITIES & PITFALLS, various locations and dates.
     Cost is $795, and seminars are held in New York June 2-3, Chicago June 9-10, San
Francisco June 20-21. For information, call 214-783-9375.

HI-TECH HYATTFEST WEEKEND, June 18-19, Schaumburg (Chicago), Illinois
     For consumers interested in computers, videogames and robots, at the Hyatt Regency
Woodfield, in Schaumburg (a Chicago suburb) for $5 each. Call 312-467-7142.

INDUSTRY SURVIVAL SEMINAR, June 22-24, Orlando, Florida, at the Marriott Hotel.
     Sponsored by National Coin Machine Institute, this action workshop will seek solutions
to problems faced by coin machine operators. Contact NCMI at (305) 561-0886.

MONTANA COIN MACHINE OPERATORS ASSN., July 15-17, in Bozeman, Montana.
     Call Dorothy Christianson (406) 654-2250

NORTH CAROLINA COIN OPERATORS ASSN., September 8-11, Hyatt House, Winston-Salem, NC.
     Contact Bobby Earp (919) 229-5826

ELECTRONIC & COMPUTER CAMES & TOYS EXHIBITION, August 18-21, Sydney, Australia
     This is for both public and trade attendees, to be held at the new Sydney Entertain-
ment Centre, Haymarket. Write Lorna Miller, Industrial Presentations, 4/389 Victoria
Avenue, Chatswood, NSW 2067, Australia.

NJ-NY-CT MICROCOMPUTER SHOW & FLEAMARKET, October 15-16, Meadowlands Hilton, New Jersey
     A show for consumers and fleamarketers. Contact the Kengore Corp (per item 4 above).

LEISURETRONICS, February 19-26, 1984, Monte-Carlo, Monaco
     This is the first international congress for electronic gaming, for the trade. For
information, write CMAC, 294 Main St., East Greenwich, Rhode Island 02818, or call
(401) 884-9500.

THE HOTSEAT

Reviews of New Products

RATINGS: 10 - Pure gold and about as good as a game could be. A rare rating.
         9 - An outstanding, state-of-the-art game.
         8 - A very good to excellent game.
         7 - A good game.
         6 - Better than average, but maybe not for everyone.
         5 - An average game that does what it promises.
       1-4 - The item has serious flaws.

KEY: The information heading each review follows the same simple format. First is the name
     of the item, then its classification and, if it's a home arcade software program, the
     system/s with which it is compatible. Finally, there's the manufacturer's name.

CRITICS THIS ISSUE: SD - Steve Davidson; AK-Arnie Katz; CK-Charlene Komar; TF-Tracie Forman;
               JW-Joyce Worley

AGGRESSOR/Computer Game (for VIC-20)/HES
     A scenario pitting the Freeworld Federation against the Zaurian Empire provides the
background for Jeff Minter's scrolling shoot-out. This particular battle has the Free-
worlders using their state-of-the-art VX6 Marauder Ramjet fighter to prevent the Zaurians
from raiding the Stellarium dumps on New Earth 6, and obtaining the ore needed to build a
Super Shield that's impervious to laser fire. The basic Zaurian vessel, which cruises
the planet until it locates a dump, can reform out of explosions while rising from a dump,
an interesting capability. Fighters and Starmine Deployers, as well as Driftbombs, back
up the invaders. An awkward control system and a somewhat speedy pace are drawbacks to
the game, but the clever storyline helps maintain the player's interest. (CK) Rating: 7

TAIL OF BETA LYRAE/Computer Game (Atari 4-8-1200)/Paradise Software
     This mono-directional scrolling shoot-out marks the debut of Philip Price, poten-
tially a major new electronic game design talent. Although Price must smooth out the
somewhat chunky graphic style, his "Beta Lyrae" offers an impressive group of features.
Not only does the disk offer an array of difficulty levels ranging from cadet to champion,
but there is provision for one-to-four wing commanders to compete, each using an individual
joystick. A true first is that, one to two weeks after "Beta Lyrae" is purchased, the
aliens develop an additional powerful weapon, the Megaspheres, to increase the challenge!
Every object on the screen - and there are six scenarios full of them - is animated,
although all don't actually fire at the easiest settings. A big bonus is the musical
accompaniment, most of it original, that embellishes the whole program from start to
finish. When you set a new high score record in "Beta Lyrae", you'll really feel like
you've made an accomplishment after hearing the heroic theme song with which the computer
salutes the triumph. (SD) Rating: 9

DUNGEON/Computer Game (for Apple II)/TSR
     The company that invented "Dungeons & Dragons" is now trying to extend its success
from role-playing to computer games. One of the company's trio of releases is a com-
puterized version of its already popular family boardgame "Dungeon". Up to eight players
move through the six-floor catacomb, fighting monsters and snagging valuable treasures
and magic items. Movement takes place on a multi-screen, low-res electronic gameboard,
and the display switches to a hi-res drawing of the player's character and the threaten-
ing monster when an elf, hero, super-hero or wizard decides to enter a room. Some rough
spots, such as the fact that on-screen copy "wraps" to the next line instead of being

properly hyphenated, mar a generally easy-to-play and user-friendly program. The graphics could also be better; representing a player as a simple square cursor is not worthy of a 48K program. Still, "Dungeon" is a wonderful strategy game that's simple enough to provide a couple of hours of pleasant entertainment for young and old alike. It's not perfect, but the plusses definitely outweigh the minuses. (AK) Rating: 8

ZOOKEEPER/Coin-Op Videogame/Taito
    This recent addition to an already burgeoning line of "cute" games lacks both the whimsical animation and the sense of humor of its more successful antecedents. Players control the actions of Zeke the Zookeeper, who must first recage animals bent on busting loose, then climb a number of ledges to rescue his girlfriend, and contend with an escalator sequence. While the play mechanic is adequate, the lack of logic, humor and originality makes this player wonder why bother. (TF) Rating: 5

FOOD FIGHT/Coin-Op Videogame/Atari
    It's Charley Chuck, a mischievous child, against the great gourmet chefs in an irreverant battle of the gastronomic delights. If Charley can make it to the ice cream cone before it melts away entirely, he beats the chefs, who promptly look chagrined. If the gourmets succeed in pelting him with food before he reaches his sweet treat, they win. But not to fear! Charley Chuck can hold them at bay with a few well-placed shots of his own. Humorous animation and player-selected skill levels make this one sweet game. (TF) Rating: 8

STAR TREK/Coin-Op Videogame/Sega
    Sega's latest vector graphics-styled stunner features three simultaneous screen displays, a variety of well-defined speech synthesis effects, and enough action-packed challenge to satisfy any spacefarer's craving. The gamer takes control of the U.S.S. Enterprise in an elaborate "training mission" against treacherous Klingons and Nomad, the half-wired superdroid. Alert Trekkies will recognize more than one crew member's voice, which adds to the fun of the game. (TF) Rating: 10

STARGATE/Standalone Game/Entex
    Entex Industries has created a very credible version of the classic pay-for-play machine by Williams. Many of the coin-op's special effects have been adapted to this table-topper, including laser cannon, smart bombs, and the special Inviso Cloaking Shield to let you slip through the enemy lines unseen. Only ten earthlings remain alive, but even this miserable handful of survivors is threatened by alien invaders who seek to kidnap and transform the humans into mutant men-ships. These acquire the intelligence of the humanoid, while retaining the strength of the conquering alien crafts, to create even more formidable foes for the gamer to dispatch. If the arcader can gather the survivors into his craft, they can be transported to a new world, winning many points for the gamer. This is done by flying through the Stargate, an on-screen teleporter that takes you to a less troubled section of this planet, or to an entire new earth. A handsome job of translating a coin-op to tabletop size; the Stargate standalone should be a welcome gift to any fan of defender-style games. (JW) Rating: 8

ARMOR ATTACK/Standalone Game/Mattel
    Mattel has shrunk the classic tank battle all the way down to handheld size, and this is surely the best (only!) way to really enjoy a head-to-head armored war...right in the palm of your own hand. You control an on-screen tank, and the computer operates a similar vehicle. As the battle grows more bloody, mines pit the field, introducing still more hazards to the hapless tank drivers on both sides. Eventually, helicopters buzz around over your head, and you lose your tank if a whirlybird passes directly over it. This is a charming way to fight a war. The graphics, though minimal, are attractive, and the action is hot and heavy, even difficult. Not for the fainthearted. (JW) Rating: 7

HONOR ROLL

The Nation's Highest Scores

THE NATION'S   Here's the current list of the best in the land, the top scores from
HICH ROLLERS   around the country compiled by the editors of Electronic Games and Arcade
                     Express. To compete, just send a photo of the game screen, showing the
final score clearly enough for the judges to read the numbers. All photos become the
property of EC and none can be returned. Include your name and address, and mail to
Electronic Cames, 460 West 34th Street, New York, New York 10001.

HOME VIDEOCAMES:
Asteroids/Atari VCS/Game #6 - Lance Simon, Carmichael, Ca. - 579,660
Defender/Atari VCS/Game #1 - Jim Rizza, W. Roxbury, Ma. - 12,185,200
Frogger/Parker/Atari VCS/Came #1 - Eric Wold, Santa Ana, Ca. - 7,886
Megamania/Activision/Atari VCS/Came #1 - Robert Rusin, Buffalo, NY - 999,999
Pac-Man/Atari VCS/Came #1 - Tom Steinhop, West Germany - 239,000
Pitfall/Activision/Atari VCS/Game #1 - John Bursee, Malvern, Oh. - 105,314
Seaquest/Activision/Atari VCS/Came #1 - Bonnie Starnes, Randolph, Tx. - 76,380
Vanguard/Atari VCS/Came #1 - Carlos Cedillo, Belleville, NJ - 321,170
Donkey Kong Jr./ColecoVision/Game #1 - Brian Crossley, St. Paul, Mn. - 309,700
Lady Bug/ColecoVision/Came #1 - Kristy Brown, St. Paul, Mn. - 882,910
Nightstalker/Intellivision/Came #1 - Robert Benjamin, Towanda, Pa. - 995,500
Space Hawk/Intellivision/Came #1 - Brad Fath, Wooster, Oh. - 25,328,380
Tron Deadly Disc/Intellivision/Game #1 - Edward Mandziuk (no address) - 14,041,750
Pick-Axe Pete/Odyssey/Came #6 - Joseph Lurin, Creat Neck, NY - 1814
UFO/Odyssey/Game #1 - Dave Jacksch, RAF Bentwaters, UK - 6,136

ARCADE CAMES:
Missile Command/Atari - C. R. Ricardo, Miami, Fl. - 60,506,300
Donkey Kong, Jr./Nintendo - Mike Hendrixson, St. Louis, Mo. - 948,100
Super Pac-Man/Midway - Jeff Yee, San Francisco, Ca. - 5,533,990
Stargate/Williams - Dave Perlmutter, Brooklyn, NY - 78,425,450
Tempest/Atari - Lance Layson, Calhoun, Ga. - 5,084,247
Zaxxon/Sega-Cremlin - Dave Kinley, Jr., Cincinnati, Oh. - 2,823,800
Tron/Midway - Gary Pontius, Cedar Rapids, Ia. - 8,234,553
Kick-Man/Midway - Shane Fagan, St. Barry, Il. - 35,554,695

FIRST CLASS MAIL